

Hey, people at Blue Gravity!

First, I want to say my thanks for letting me tackle this task, for I have learnt a lot from it – and had some fun.

With a deadline of only 3.5-4 days; working alone to fill shoes of every team member; and making a PC game in unfamiliar design territory - this was a challenge. I want to apologize for potentially not quite living up to the expected quality. I think around 12h I got left will not make a significant difference, considering I need rest.

However, I did my best to live up to high quality studio (and myself) stand for:

- While designing, I stood firm on the most important features, and prioritized what and when could be cut to respect the deadline across the entirety of 3 days.
- Game is visually consistent due to my own sprites; attempts at finding appropriate resources for game's vision were unsuccessful.
- I commented code a lot more densely to explain why I chose a certain solutions over potential others, or if I acknowledge issues with the logic. Thus, I will not be talking about technicalities here.

I am proud of what I achieved, despite its flaws:

- Ability to equip different outfit pieces made it in.
- All required features are completed in at least some basic form.
- There are some neat animations and touches here and there.
- All of this (bar a couple common packages) I have made myself.
- Code is overall good in my opinion, especially for a prototype.

Hoping to hear back from you about it!

Controls

Free Movement

- WASD movement.
- Q to interact (stand in front of a blue Shopkeeper).
- E to open inventory.

Inventory

- WS to switch equipment category.
- AD to select other item in category.
- Q to equip.
- E to close inventory.
- R to unequip.

Shop Window

- WS to switch Selling\Buying modes.
- AD to select an item to buy or sell.
- Q to close the window.
- R to buy\sell depending on the window mode.